



Electronic Wireless
Texas Hold'em

Owner's Manual and Game Instructions
#64260

LIMITED 90 DAY WARRANTY

This Halex product is warranted to be free from defects in workmanship or materials at the time of purchase for a period of 90 (ninety) days. Certain restrictions apply (see below).

Should any evidence of defects appear within the limited warranty period after the date of purchase, Regent Sports will either send replacement parts or advise of another course of action. A list of replaceable parts can be found on the parts order form page of this manual. Parts not listed on this order form are not replaceable. Table tops, playing surfaces, and main frames are not replaceable. **This warranty covers normal consumer use and does not cover failures, which result from alterations, accidents, misuse, abuse, or neglect.**

For prompt warranty service and special offers, please register your Halex product at our customer service center by visiting our website at: www.regent-halex.com. Enter the following unique registration number followed by the item number of your table found on the cover of this manual: 1ZAK7 _____. You can also register your product on our automated voice recognition system at the toll free number below. You must register your product within 30 days of purchase to be eligible for warranty service. Please make sure to visit our website to order additional parts not covered under the warranty, as well as on-line instruction manuals and new product information. You may also order parts by calling our automated voice recognition system.

A purchase receipt or other proof of date of purchase will be required before warranty service is performed. **Requests for warranty service can be provided by e-mailing the customer service department at cstables@regent-halex.com or by calling customer service at:**

877-516-9707 (Toll Free)

10:00 AM to 6:00 PM, EST. (Dec. through Jan.)

10:00 AM to 5:00 PM, EST. (Feb. through Nov.)

Or send request in writing to:

Regent Sports Corporation
45 Ranick Road
Hauppauge, NY 11788
Attn: Halex Customer Service

This warranty gives you specific legal rights and you may have other rights that vary from state to state.

Unpacking the Game

Unpack your new game, making sure all parts are included. The following components are included in this set:

- 1 Docking station (Main console)
- AC Adapter
- 6 Control Paddles
- Owners Manual

Game Setup

Choose a location where the docking station will be within 5 feet of where all of the players plan to sit or stand during game play. The wireless paddles can transmit a signal up to 5 feet. If the display on any control paddle should blink, this means that the paddle is not transmitting a signal to the docking station. You may have to move closer to the main console or adjust your paddles angle position slightly. The infra red transmitter is strategically placed on the back of the control paddle so that players can hold their control paddle normally and easily send a signal to the main console. Simply make the adjustment and the screen will return back to normal.

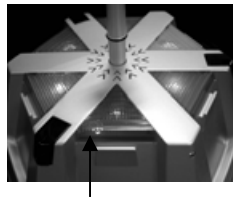
Be sure not to place the main console on a table that is not very tall in relationship to the chairs height being use. If the main console is too far above the height of the paddles, no transmission or scoring will occur.

**Hint Try to keep the main console placed at a lower height than the game paddles*

Power

The main console has a dual power feature. It can be powered by the AC adapter (included in the battery compartment on the bottom of the main console) or can be powered by batteries. To enjoy total portability, insert 3 AA batteries into the battery compartment on the bottom of the unit.

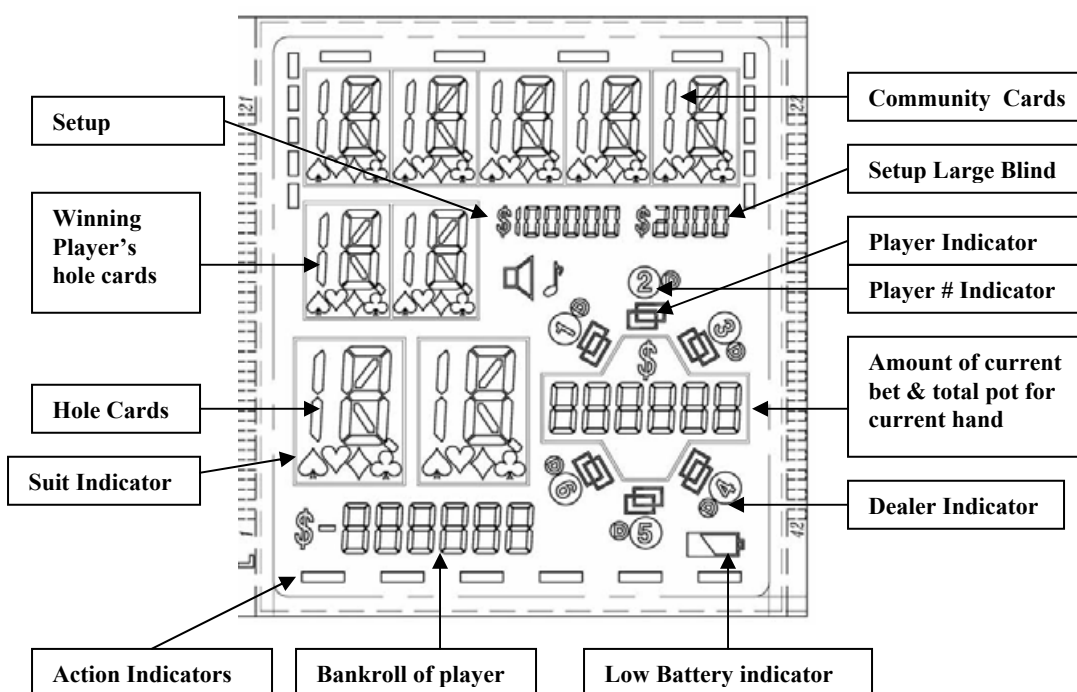
The control paddles require batteries at all times. Each control paddle being used requires 4 AAA batteries. Alkaline or Rechargeable batteries can be used. Do not mix alkaline and rechargeable batteries and never mix old and new batteries. The following page includes further details regarding estimated battery life when using this product.



LOW BATTERY INDICATOR – MAIN CONSOLE

**When the batteries are running low on power for the docking station,
An additional light will illuminate under the RED wedge (Player 1)**

CONTROL PADDLE DIAGRAM



All of the Texas hold'em action is transmitted through the control paddle. (NO TV REQUIRED) Therefore you'll need to understand what all of the indicators mean. Be sure to become familiar with the above diagram before game play.

Player Indicators:

There are several ways for you and other players to determine which player and color you are.

Each paddle controller shows the players number and color on the front and back of the control paddle. On the LCD screen, The "two cards" icon will illuminate next to the player # indicator of the paddle that you are controlling so you can easily see where you are at the table. Other players will always know who's turn it is to act because the "acting players" color wedge will illuminate on the main console during that players turn. That player who's turn it is to act will also see a red light on the front of their own paddle located just above the On/ Off button.

Starting the Game

The power switch is located on the base of the main console below the red color wedge. Move the switch to the right to turn the Main console on. There are two volume levels to choose from. Move the switch over one notch to play using the high level volume and two notches to use the Low level volume. A short musical introduction will be played. After the music finishes, you can turn on the game control paddles.

Simply turn on the game each control paddle that will be used by pressing the ON button located on the paddle. The paddle needs to be pointed towards the main console for about 2-3 seconds until the main console recognizes and registers that game paddle. The main console will register a beep sound and illuminate the color wedge of the paddle that is ready to play.

IMPORTANT: The RED control paddle (player 1) must be used to set up the game and is considered the “Master Controller” The red paddle will always be used to choose all game modes and betting limits.

If a game startup has been started and is not fully complete within 1-2 minutes from the time a control paddle has been turned on, a warning sound will emit from the main console. When this warning sound has ended, the main console will reset and replay the musical introduction prompting you to restart your game setup. Players will need to turn their control paddles back on to restart game setup.

1. Choose Game Mode

There are only 2 buttons to use for setup making operation rather simple. Use the select button to toggle through options on your display screen and hit Enter when you have highlighted the selection you would like to choose.

After all players that choose to play have turned on their paddles and have been registered by the main console, it is time to set up the game.

First, you must choose the game mode you wish to play. There are 4 different game modes to choose from.

1. TOURNAMENT NO LIMIT
2. TOURNAMENT LIMIT
3. CASINO MODE
4. CYBERMATCH MODE (Against the computer)

Each game mode will be outlined in detail further in this manual.

2. Choose Bankroll for each player.

Press the select button to toggle the amount each player will have to play with. Default setting is \$10. Other options are \$100,\$1000,\$10,000,and \$100,000

3. Choose BIG BLINDS

Press the select button to toggle the big blind amounts: Default setting is \$2 and the increment options are as follows: \$10,\$20,\$100,\$200,\$1000, and \$2000 You cannot choose a BIG BLIND amount that exceeds the players starting bankroll. **Small blind posts will be ½ of the big blind setting. Betting will be double the amount of the Big Blind on the turn of the 4th and 5th community card.**

4. Choose Sound Effects

Press Enter two times to keep the sound effects and voice announcer on. This is the default setting and makes the game most exciting. Be sure the horn and musical icon are both shown. Pressing select once will remove the "horn icon" from your display. This is shutting off the voice announcer but keeping the sound effects on. Press select a second time and this will allow the game to play muted with no sound at all. Press select one more time to get the defaulted setting.

5. Play Texas Hold'em! The cards will now be dealt and the voice announcer will call out who the small and big blinds are. The Dealer button will rotate around the table. The dealer is indicated by the letter "D" on the LCD display.

Time Limits for Betting

Each player has a certain amount of time to select a course of action during their turn. After approximately 2 minutes without pressing a button, a warning signal will continue to beep faster and faster indicating the player is running out of time to make their selection. If the warning beeps end before the player "acts", they automatically fold their hand.

Battery Life

Battery life for your Texas Hold'em game is based on using the following type batteries:

	Carbon-zinc battery	Alkaline battery
AA	1100mAh 1.2V	2850mAh 1.2V
AAA	540mAh 1.5V	1250mAh 1.5V

Battery type required:

Paddle: 4 x "AAA" size

Console: 4 x "AA" size or 300mA adaptor

Battery Life Estimates

The estimates below are based on running hours of operation.

	Carbon Zinc Battery	Alkaline Battery
Control Paddle	7 days (168 running hours)	15 days (360 running hours)
Main console	1 day (24 running hours)	2.5 days (60 running hours)

Low battery lights or low battery icons will illuminate on the docking station or control paddle indicating it will soon be time to recharge or replace the batteries.

Game Modes

Tournament No Limit

This version of the game is called “NO LIMIT” because each player can bet all of their chips by pressing the “ALL IN” button. Betting per round will remain fixed and structured as played in Tournament Limit mode

House rules apply which keeps players from betting as much as they want per round.

Tournament Limit Mode

Bets are structured on each round of betting. Starting bets on each round will match the big blind until the 4th and 5th community card. At this time, the starting bets are double the amount of the big blind. Players can NOT go “ALL IN” in this game mode.

Casino Mode

This mode allows players to go into a Negative bankroll when they lose all of their chips. Instead of eliminating the player from the table when they run out of chips, they are allowed to “BUY BACK” into the game. They will be allowed to continue play until they lose the buy back amount of the bankroll they started with. The bankroll will be shown as a negative until they either win chips or get knocked out of the tournament. Players are only allowed 1 BUY BACK equal to the amount of the starting bankroll. You can NOT go ALL IN with this game mode.

Cybermatch Mode

This allows play against 1-5 computer opponents. Press the select button to toggle through the number of computer opponents you wish to play against. The default setting is a head to head 2 player game which includes yourself against 1 computer opponent. You can NOT go ALL IN with this game mode.

Winning Hand / End of Hand:

The best two hole cards used from the winning player will be displayed under the row of community cards after the hand as ended. The main console will light up the wedge of the winning player. The control paddle LCD display will also show the winning players number blinking.

IMPORTANT: The WINNING player must then hit the ENTER button to continue playing and deal out cards for the next hand.

TIES:

Ties will sometimes occur and house rules will apply to determine the winner. When two players have the same value hole cards, ties will be determined by the suit of the highest card. Suite values ranked from high to low are as follows: Spade, Heart, Diamond, Club

Joining the Game / Adding new players:

Players cannot join a game in progress. They will need to wait until the game is reset.

Texas Hold ‘Em General Rules

“Texas Hold ‘Em” is the wildly popular version of poker that is seen on TV and has become the game of choice for “poker nights” all over the country. Here’s how to play:

The Dealer:

The game is played with a standard 52 card deck.

To determine who will be the dealer, each player picks a card from the deck. The player with the highest card will be the dealer for the first hand and the “dealer button” will start in front of this player. After each hand the dealer button will slide left to the next player. The player that has the “dealer button” in front of them now is the Dealer for that hand.

This is just one way to determine the Dealer, there are other alternatives and “house rules” that may supercede this option.

The Blind:

Before the first hand begins, the players must determine what the minimum bet will be for the hand. The minimum bet depends on the amount of chips each player begins the game with and the dollar values that have been assigned to the chips.

Most “Texas Hold ‘Em” games start with the 2 players to the immediate left of the Dealer posting “blinds”. A “Blind” is a pre-determined amount of money that is tossed into the pot before anyone looks at their cards. This guarantees that there is a pot to play for in each hand.

In most “Texas Hold ‘Em” games, the first blind is posted by the player to the immediate left of the Dealer. This is sometimes referred to as the “small blind”. The “Small Blind” is half the minimum bet. The second blind, or player to the left of the “Small Blind”, puts up the full minimum bet. The second blind is sometimes called the “Big Blind”.

The Deal:

Once all blinds have been placed into the pot, the Dealer deals out 2 cards face down to each player, beginning with the player to his left. These cards are called the “hole cards”.

After all cards have been dealt, the first round of betting begins. The player to the left of the “Big Blind” begins the betting. Players have a choice to call the blind, raise the blind, or fold. The players who have posted the big and small blinds only need to make up the difference of the current bet on the table and the amount that they posted in their blind.

The Flop:

After the first round of betting is completed, the Dealer then discards the top card on the deck. This is called “burning” a card and is done just in case a player sees the top card on the deck.

The Dealer then flips the next 3 cards over and places them face up in the middle of the table. These cards are referred to as “the Flop”. After the Flop, another round of betting takes place, and the betting begins with the player to the left of the dealer button. The players’ betting options during this, and all rounds hereafter, are as follows: call (match the current bet), check (pass), raise, or fold.

The most popular version of “Texas Hold ‘Em” is “No Limit Hold ‘Em”, which is the game that is most seen on television. “No Limit Hold ‘Em” is slightly different because after the posting of the blinds, the players may bet up to the dollar amount of the chips that they own, which is called “going all in”.

The 3 cards in the Flop are Community Cards. This means that they are used by each player, in addition with their 2 “hole cards” to construct the best possible 5 card hand.

Fourth Street:

After the betting has been completed, the Dealer burns another card and adds the next card in the deck to the Flop. This next card is called “Fourth Street” or the “Turn”.

Once again, the player to the left of the Dealer button begins the round of betting.

Fifth Street:

The Dealer burns another card and adds the next card in the deck to the 4 cards on the table. This final card is often called the “River” or “Fifth Street”.

The fourth and final round of betting begins by the player to the left of the Dealer button. After the final betting round, the remaining players turn over their 2 cards to reveal their hands. The player who made the initial bet or the player who made the last raise must show their hand first.

The winner is determined by whichever player can construct the best five card poker hand out of the seven cards at their disposal. If two or more players have hands with equal value, then the pot should be split into equal amounts for the players with equal hands.

There is a ranking of poker hands, from best to worst on the following page.

Poker hands from best to worst:

Royal Flush – the best possible hand.

Example: Ace of hearts, King of hearts, Queen of hearts, Jack of hearts, & 10 of hearts.

Straight Flush – any 5 card sequence of the same suit:

Example: 2 of hearts, 3 of hearts, 4 of hearts, 5 of hearts, & 6 of hearts.

Four of a Kind – All 4 cards of the same value.

Example: 8 of clubs, 8 of diamonds, 8 of hearts, and 8 of spades.

Full House – Three of a kind, combined with a pair.

Example: 4 of hearts, 4 of clubs, & 4 of spades with King of hearts & King of spades.

Flush – Any 5 cards of the same suit, but not in sequence.

Example: 4, 5, 8, Jack, & Ace of hearts.

Straight – 5 cards in a sequence, but not in the same suit.

Example: 2 of clubs, 3 of hearts, 4 of diamonds, 5 of clubs, and 6 of spades.

Three of a Kind – 3 cards of the same value.

Example: 9 of hearts, 9 of clubs, & 9 of diamonds

Two Pair – 2 separate pairs of 2 cards.

Example: 2 of hearts, 2 of clubs & Queen of hearts, Queen of spades.

Pair – 2 cards of the same value.

Example: Jack of hearts & Jack of clubs.

High Card – If a hand does not contain any of the above combinations, then it's value is determined by the highest card in it.

Also, be sure to check out our web site at:

www.regent-halex.com

• Parts Ordering • Owners Manuals • Product Information

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